

# THE AMERICAN GO JOURNAL

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## American GO Association

P.O. Box 397 Old Chelsea Station New York, N.Y. 10113



Volume 18, No. 2

April 1984



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Beyond being merely a game, Go can take on other meanings to its devotees: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, a mental "workout", or, when played well, a beautiful art in which white and black dance in delicate balance across the board. But most important for all who play, Go, as a game, is challenging and fun.

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## AMERICAN GO ASSOCIATION

The AGA is the national organization of U.S. Go players, cooperating with similar national associations worldwide. The AGA:

- Publishes the *American Go Journal* and *Newsletter* which include tournament calendars, club notices, and game articles,
- Sanctions and promotes AGA-rated tournaments,
- Organizes the U.S. Championships,
- Annually distributes a roster of chapters and members,
- Sells Go books,
- Maintains a U.S. numerical rating system,
- Schedules tours of Go professionals,
- Supports creation and growth of AGA chapters which then receive free publicity and organizational aids (free mailing labels, prize donations, etc.) as available. Chapters are the link between a player and the AGA--support your local chapter today!

## American GO Association

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YOUR SUPPORT AND THAT OF EVERY PLAYER WHO LOVES THE GAME OF GO IS CRUCIAL TO ITS CONTINUED GROWTH. THANK YOU FOR YOUR HELP!

THE AMERICAN GO ASSOCIATION

PLAYER INFORMATION: Strength \_\_\_\_\_ Who told you about the AGA/AGJ? \_\_\_\_\_

Where did you learn Go? \_\_\_\_\_ Occupation? \_\_\_\_\_

Are you interested in tournament play? \_\_\_\_\_ Citizenship? \_\_\_\_\_

To what other Go clubs or associations do you belong? \_\_\_\_\_

CLUB INFORMATION: Let us know about your Go Club or Go Group so we can publicize it and contact it. Use the back of this form (or separate page) to give us:

1. Club name; 2. Meeting place; 3. Meeting time(s); 4. Number of members;
5. Name, address, and phone # of club organizer(s)/contact person(s) - tell us who should be on the AGA List of Contacts; 6. Details of tournaments and events planned. 7. If possible, a list of members with ranks and addresses.

Please also include any comments, additional facts, offers of help, requests for information, etc.

Back issues of the American Go Journal, the American Go Newsletter and Go Quarterly and Monthly Review are available in limited quantities. Write to request a list of issues and prices.

# news

The 1983 Canadian Open Go Championship was hosted by the Ottawa Go Club, October 8-9. As usual, it was a 6 round Swiss-McMahon tournament; it was directed by Pat Thompson and Ian Campbell. Fifty-two players participated from across Canada and the U.S. The organizers did excellent work, and the whole event ran very smoothly.

The field was divided into several divisions with prizes for each division. The Open champion was June Ki Beck, 6 Dan, from Toronto. The second through fifth place finishers--also all from Toronto--were Bruce Amos, 5 Dan; Se Ju Lee, 6 Dan; Myung Shin, 6 Dan; Yoon Bae Kim, 6 Dan.

For the second division: First--Andre Labelle, 3 Dan, from Montreal.

Second--Shen Shang Shu, 3 Dan, from Ottawa.

Third division: First--Duc Lee, 1 Dan, from Ottawa.

Second--Roy Langston, 2 Dan, from Vancouver.

Fourth division: First--Yoon Tae Kim, 2 kyu, from Toronto.

Second--Charles Chang, 1 kyu, from Ottawa.

Fifth division: First--John Hamley, 4 kyu, from Toronto.

Second--Stephan Douglas, 4 kyu.

As Mr. Beck is not a Canadian citizen, and therefore is ineligible to represent Canada in the 6th World Amateur Go Championships, the 2nd through 5th place finishers in division one played a knockout tournament to decide Canada's representative. In round one, Shin beat Amos, and Lee beat Kim. In the final round, Lee beat Shin by resignation to win the right to go to Japan for his country (should the press of business prevent him from so doing, Mr. Shin would take his place.).

--Tibor Bogнар



Michael Redmond has become the first westerner ever to reach professional 3 Dan by beating Shiratori 4 Dan in the Autumn *oteai* (professional ratings tournament) on September 28. Kudos to the well-deserved!

--John Power



Last July, the Cleveland "Dog Days Regional" attracted its largest field ever--24 contestants--from scattered Ohio, Pennsylvania, Michigan, and Ontario locations for a day of outdoor play. The field was evenly divided into 4 sections ranging from 3 Dan to 23 kyu; the tournament was organized as a 4 round round robin. Players competed for an array of awards ranging from fine go-stone bowls to cash envelopes and books.

First places went to Ralph Welton, 1 Dan; Harold Lloyd, 9 kyu; Walt Mendelson, 15 kyu; Lori Brdar, 23 kyu.

Cleveland also reports that in September 3 of its 4 representatives won their respective divisions at the Eastern Championships. Then in October, the club put up a team of 8 against the Korean Association of Greater Cleveland, in the Hanna building, courtesy of Clark Tufts. A final round tie of 14-14 was broken by Roger White's last round victory over Wan Kang, giving the westerners their first win ever of this annual contest.

--Roger White



A tournament held in Denver last Memorial Day by the Denver Korean Association attracted 20 players from 7 Dan to 4 kyu. The field was divided into 3 sections for round robin play, after which winners of each section battled for a silver trophy. The trophy was carried off by Mr. J.M. Kim, 6 dan.

--U. Tamm

## My Corner by Terry Benson

This is the second issue of Volume 18 of the American Go Journal. Included with it is the new AGA Club List. The next AGNewsletter (#10) will be sent out May 5th. The next AGJournal is scheduled for July 1st.

In this issue the AGA salutes Cho Chi Kun for his unparalleled feat of holding four major Go titles simultaneously (Meijin, Honinbo, Judan, & Kisei). He is clearly the dominant player in Go and a glimpse of his style and personality can be seen in the feature article of this issue translated (from Japanese) by Bob Terry. (Page 12)

For most AGA members it is renewal time. (Please check the mailing label on the envelope of this issue for your membership expiration date.) The AGA needs the continued support of its scattered members if it is to continue to promote Go in the U.S. We hope you enjoy this issue and will encourage other players to subscribe by joining the AGA.

Limited membership (which does NOT include the Journal) is \$5 and is obtained through your local AGA Chapter. For membership questions write AGA Membership Sec. Dave Relson, 514 Keech, Ann Arbor, MI 48103.

**Junior Players - Note April 30th Deadline for World Youth Tournament**

The AGA is selecting players to receive expense paid trips to Taipei, Taiwan to play in the World Youth Tournament July 14-16, 1984. Players must be younger than 16 on the date of the tournament and must be native born citizens of one of the countries of the Americas. Candidates or parents contact: Phillippe Varda, 13106 Chapman Ave. #4-102, Garden Grove, CA 92640. (home) 714-740-2745; (work) 714-978-0751.

**Mountain View Go Club Handicap Tournament - 16 October 83**  
 (+ means a win. = means tie game.)

|               |    | Gm1 | Gm2 | Gm3 | Gm4 | Gm5 | Extra<br>games  |    | Gm1 | Gm2 | Gm3 | Gm4 | Gm5 | Extra<br>games |
|---------------|----|-----|-----|-----|-----|-----|-----------------|----|-----|-----|-----|-----|-----|----------------|
| 1 Kobashigawa | 6d | +3  | +5  | +2  | +4  | +12 | 13 Fumoto       | 1k | 10  | +18 | +15 | 11  | +16 | +14            |
| 2 Chongmu Lee | 6d | +7  | 1   | +10 | +8  | +3  | 14 Greiner      | 1k | 12  | +15 | 18  | +11 | 13  |                |
| 3 Newlander   | 5d | 1   | 10  | +6  | +8  | +4  | 15 Gorlin       | 1k | +17 | 13  | 14  | 8   | 9   |                |
| 4 Yoshikawa   | 3d | +6  | +8  | 5   | +9  | 3   | 16 Mobley       | 2k | 19  | 12  | 17  | 13  | +18 |                |
| 5 Augustin    | 3d | 8   | +6  | +4  | 1   | +11 | 17 Swerinski    | 3k | 15  | +18 | +16 | +20 | 9   | 22 23          |
| 6 Kodayama    | 3d | 4   | 5   | +9  | 3   | 8   | 18 Hirahara     | 3k | 13  | 17  | +14 | 20  | 16  | +21            |
| 7 Chung       | 3d | 2   | -   | -   | -   | -   | 19 Maas         | 4k | +16 | +20 | 12  | 23  | +21 |                |
| 8 Goka        | 2d | +5  | 4   | +10 | +15 | +3  | 20 Rudvalis     | 4k | 19  | +18 | 17  | +22 | 21  |                |
| 9 Matsuda     | 2d | +11 | 6   | +15 | 4   | +17 | 21 Robert (Pat) | 6k | 23  | +22 | 18  | +20 | 19  |                |
| 10 Rourke     | 2d | +13 | 8   | +3  | 2   | -   | 22 Ed           | 7k | 23  | 21  | 16  | 20  | +17 |                |
| 11 Shimizu    | 1d | 9   | +13 | 14  | +12 | 5   | 23 Joseph       | 9k | +21 | +22 | +19 | +20 | +17 |                |
| 12 Willemson  | 1k | +14 | +16 | +19 | 11  | 1   |                 |    |     |     |     |     |     |                |

Sidney Kobashigawa (U.S. World Amateur Championship Representative in 1982) was undefeated with 5 wins at the end of the tournament. Joseph was also undefeated but had time for only 4 games. By winning his fifth game at the next club meeting he tied for first and won promotion to 7 kyu. Chongmu Lee at 4/1 was 2nd and Goka with 3 wins, 1 loss, and 1 tie was 3rd. (Proving the occasional tie breaking value of no komi in handicap games; there were 7 players at 3/2. Ed.)

The club's Friday eve meetings have been crowded - sparked by Go lessons offered by Sidney Kobashigawa and an enthusiastic cadre of players.

\* \* \* \* \*

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## MY DREAM COME TRUE (II)

By Lester C. Lanphear III

Saturday Feb. 19th saw the players gathering their bags either to leave or attend the Go Friendship Match in Suita City. After saying our goodbys to those not going to Suita, twenty-one of us boarded a bus and headed for the Suita City Hospital, our first stop. We were shown around the hospital and then proceeded to the city hall where we were greeted by the Mayor and the city council. After a couple of speeches we asked questions and found out that their council had the only woman council member in all of Japan.

Next we proceeded to the EXPO site for a tour of the museum. During this tour we participated in a tea ceremony, and as no one else seemed anxious to volunteer, I volunteered along with Dag Delsnes from Norway. The tour guide, Mr. Shirakami, said that we would not be able to sit in the formal Japanese style (with our legs underneath our seats) for ten minutes. Well, I made it to fifteen before I said "enough is enough," and then I tried to walk (almost impossible). We then walked through a part of the beautiful Japanese gardens built just for the EXPO. These gardens have various sections representing the different styles of Japanese gardens over the centuries. Next we proceeded to a restaurant, where our hosts had reserved the entire restaurant, and had a great dinner along with some entertainment. Then it was to the hotel to check in. The rooms were Japanese style with tatami mats and futons on the floor to sleep in.

After changing into the uykatas we went to the public bath (natural hot springs) for my first taste of the REAL Japanese bathing experience. It is something that everyone should try at least once, if not as often as is possible. (It should be stated that the Western influence has in some respects ruined this experience as the men and women are separated!) Following this we played four person Go in the room and drank some sake and relaxed. The atmosphere was more relaxed than it had been during the tournament, and one finally got to really meet and know the players.

The next day was Sunday; we got up early and had a Japanese breakfast in a large room with one long table for everyone. Then we boarded the buses and proceeded downtown for the Friendship Match with the Suita City Go Club. I had a very good day with 3 wins and 2 losses, one of the wins being against a 7-dan (of course, the games were handicapped). After the match ended we had a fantastic Japanese buffet and then received some momentos of our day. We returned to the hotel singing on the bus, and I learned that I didn't know any songs that I was able to sing. (A word to those going to Japan in the future, 'learn at least one song that you can sing before you leave, and practice it,') Of course it was back to the public bath, but this time someone brought along sake and heated it in the mineral baths.



Breakfast in Suita City, during  
Friendship Match

On Monday we walked to the local train station and headed for Kyoto. First we stopped at the Toji temple and then went to the Jyakkoji temple. This is the temple where the Honimbo priests lived many years ago. To get from one temple to the other we took a public bus. Jan van Frankenhuisen from the Netherlands left his camera on the bus, so we figured that it was gone. But since we were in Japan, the camera was back to him in less than an hour. The priest performed a special ceremony for us, after which we played Go on some very old boards with Kansai Kiin professionals,

including the all Japan Boy's Champion, Aragaki (age 12 and a strong 6-dan) and the Osaka District Boy's Champion, Sakai (age 9 and a strong 5-dan).

The next day, after bidding a fond farewell to our guide, Mr. Shirakami, we left on our own for Nara to see the temples and to bow to the deer. Next we hurried to the airport to catch our plane to Korea. Upon arriving in Korea we were joined by some players who had not gone to Suita City; with the players from the Suita City tour, this brought the number of players on the Korean tour to thirteen. That first evening we had a Korean buffet at a local restaurant, and then six of us walked around for a while to get a feeling for the city.

The first day we met with Mr. Hong Sik Lee, President of the Hankook Kiwon (Korean Go Association) and Mr. Ko, who had been on tour in the U.S. two years ago for a short period of time. Next there was a press conference at which the Korean press wanted to know all about the players and how, why, etc. they were playing the game of Go and how many people played in their countries. After the press conference and photos we played simultaneous games with three Korean professionals, one of whom was Cho, the top Korean 9-dan who toured the U.S. about three years ago.

We lunched at a nearby restaurant and then toured the Kyongbok Palace and the Pukak Skyway for a panoramic view of Seoul. In the evening we went out to dinner at the Walker Mill Sheraton Hotel where we watched both Korean folk dancing and a Las Vegas style show with Western and Oriental women in very elaborate topless costumes.

On Feb. 24 we had goodwill matches with Korean business men, who were near our own strength (although it is difficult to tell your strength when using the Korean scale). During this match my opponent (Mr. Kim Won Hae, 3-dan) and I played three games to everyone else's playing just one. I normally play fast, but usually my opponent slows down and it evens out. This time my opponent also played fast. This match was a vision of things to come, as I did not win a single game while in Korea. (Of course I could blame this on the fact that I was not feeling well all the time I was in Korea, but that would not be fair.)



Mannequins playing Go  
in Korea

After the goodwill matches we went outside Seoul to a Korean folk village where we spent the afternoon. The village is representative of Korean life during the Yi-dynasty (1392-1910 a.d.). This was very informative, as most of the players knew very little about the history of Korea. In one of the houses we found a Go board and two old men (mannequins) playing Go. That afternoon we also obtained copies of the local newspapers with our pictures in them.

The next day we played a friendship match with a Go club at the Haitai Confectionery Co. For several of the players on the tour this Go club had more players than in their respective countries.

The last day we had lunch at the home of Mr. Un-Hee Jung (who makes special Korean cookies). This was a treat for all of us, as most of us had never been in a Korean home before. The two things that I remember most about his home were the dining room with a heated tile floor on which we sat and the metal chopsticks we used. They are very hard to use even for an experienced chopsticker like myself. That afternoon we went to a high school and played a friendship match with their Go club. (The school is owned by Mr. Hong Sik Lee, the president of the Hankook Kiwon.) Then it was off to a great evening of entertainment and dining at a small



restaurant, where our host was Mr. Sung Pum Lee, the IGF director from Korea. This evening was in our honor in the form of a farewell party. Being the guest of honor by virtue of being the only guest IGF director at the party, I had a hostess serving my meal and making sure that the sake was full. The Koreans know how to treat their guests in a fashion with which Americans are not familiar. I also had to make the farewell speech representing the players.

Sunday, Feb. 27, we had some time in the morning before we went to the airport to buy souvenirs. Then to the airport and the great time-consumer of any international traveler--customs. During my extended stay in Japan, I stayed with Hoe Langdon who had lived in my apartment in San Diego a few years ago. The first evening I got several cultural shocks. First we took the subway to Joe's apartment, with me wheeling the suitcase around (no car as I am accustomed to at home). Then after arriving at his apartment we proceeded across the street to the local sento. A sento is the Japanese public bath that you hear people talk about. They are great, and I used it every evening it was open while I was in Tokyo. I slept on the floor on a futon with quilts on top. One quickly learns that Japanese homes have little if any insulation, as the night air seems to move through the house with ease.

The first week in Tokyo I rested before going all out on two of the days to see the sights around Tokyo and then travelling to Kamakura for the great bronze Buddha. On March 4 Michael Redmond invited me to play a game with him at the Kiin and of course I accepted. Philippe Varda (formerly of Seattle) was to meet me at the Kiin, as I had a dinner engagement with him and his wife, Sen. We were talking when Michael arrived, and after introducing myself we talked for a little while and then he proceeded to play both myself and Philippe. I lost the game, but had the satisfaction of knowing that one small mistake at the end of the middle game cost the life of a group, else I might have won. After the games Michael talked for a while about himself and Go in Japan. He studies at least 8 hours per day; this study consists mainly of studying games he has played or other professional games. I again talked with Michael the next evening when I was invited to a dinner given by Oeda, who is Michael's sensei (teacher). This was a very enjoyable evening, as I also met two young players from Holland who are trying to become professional Go players.

My second week in Tokyo consisted mainly of Go activities and very little sight-seeing. On Monday I attended a party at the Kiin to celebrate the release of a Go record (as in songs), which was sung by a Go professional. This was a great evening of fun, food and entertainment, with many professionals in attendance. I felt very privileged, as I was the only Westerner present. In fact, I was mistaken for Michael on one occasion, just for that reason. The next day I took the train south to Ishi Press, spent a few hours seeing their facilities, and talked with Richard Bozulich, getting an appreciation of his real dedication to Go.

On Friday I stopped at the New Otani Hotel, as Chizu had invited me to come by when she was there. I played two games with members of the New Otani Go Club, and then had dinner with Chizu and Matthias. They provided me with information on her Go tour of China so that I could make my decision. On Saturday I went to the Go salon of Mr. Iwamoto, but I was too late to play a teaching game with him, so the next day I returned to play a teaching game with another professional who also teaches there. Saturday evening I again went out to dinner with Philippe and his wife, this time to try some sushi, which I just love.

On Sunday I traveled on the Shinkansen to Kyoto in order to spend four days there as a tourist. The first morning I looked for Japanese prints connected with Go (I bought my first print the next day after seeing many, but few with Go in them). In the afternoon I found a Go parlor (Kansai Kiin) and played several games with a Western player who had

never played with another Westerner, as he had learned Go in Kyoto. Tuesday saw me taking the standard tour of Kyoto, seeing all of the normal tourist sites (Nijo Castle, Kinkakuji Temple and others). As it was my birthday, I took an American lady whom I had met on the tour that morning to dinner to help me celebrate.

The next morning I visited the Daitokuji Temple to see their famous sand and rock gardens; while there I found, in one of the small temples, an old gold-lacquered Go board that was supposed to have been used for a game between Tokugawa and Toyotomi many years in the past. I then proceeded to Kurashiki and a Go club recommended by Chizu where I met Mr. Momota Ken-ichi and his 12-year-old son Junnosuke, whom I proceeded to play (I lost). It is a strange feeling even to play with someone so young.

On Thursday I was very fortunate to be allowed to visit both the Shugakuin Villa and Katsura Villa with only a day's notice. Both of these gardens are fantastic, but one must make reservations in advance, and only so many people are allowed on these special tours. At Shugakuin I was the only Western person on the tour as the other people were all Japanese who had made their reservations many months in advance. After leaving these gardens I proceeded back to a small shop where an older woman had said that her son might have a Go print. Since I had promised to return, I did so, in true Japanese style. Upon my entering she recognized me, but said that she felt her son did not have a Go print. Her son came out and talked to me and then went to the back and returned with a small folder. Inside was the most gorgeous Go print which I bought. Then it was off to the train station for the ride back to Tokyo in order to meet a previous obligation.

Upon returning to Tokyo I took a bath at the Sento and immediately crashed for a few hours sleep before leaving for Nikko. A lady named Mariko, who is a friend of a friend of Joe's, volunteered to meet me when I got off the train and show me Nikko. We walked all over Nikko and then took the bus to the falls. The temples there are the most beautiful in all of Japan, with wood carvings on all of the walls, roofs, etc., to a degree that is almost impossible to describe. One remembers the three monkeys (see no evil, hear no evil, speak no evil) on one of the smaller temples. The beauty was not enough to keep me warm so I had to buy a hat in order not to freeze to death! This came in handy, as at the falls it even snowed for us.

On March 25 I flew to Shanghai. The tour consisted of 17 Japanese Go players, Chizu and Matthias, myself, our Japanese guide, Mr. Takashi Shimokawa, and a Chinese guide. I had accidentally left my Japanese dictionary in Tokyo, so my ability to communicate with some members of the tour was very limited. The next day the bus went around the city and stopped on the water front. The Chinese were very curious as to why a Westerner would be on a Japanese tour; they also were very curious about the Polaroid camera one of the Japanese brought along. This camera generated crowds of 100 people without even trying. We then went shopping, and in the afternoon we played a Friendship Match with the local Go Club. The first thing I noticed at the Go Club was that the plastic stones were flat on one side and the bowls were really baskets with lids. (Rumor has it that the stones, in ancient days, could be placed flat side up on the board and the move would not be considered permanent until it was turned over and the round side



Les Lanphear--Friendship Match in Shanghai. Note the reed bowls.

faced up.) The next thing I noticed is that the tea cups all have lids to keep the tea warm for a longer time. This is a good idea, because the rooms are kept at a cooler temperature to which I was not accustomed (even after living in a Japanese house for four weeks). That evening we went to see the Shanghai Acrobatic Troupe with all it's wonderous acts and of course a Panda Bear.

On Sunday morning we visited the Jade Buddha Temple and the Yu Garden and then stopped by the Go Club for the arrival of Fujisawa Shuko. We only had a couple of minutes before leaving to catch a train for Nanjing, so I was unable to meet him officially. I had mixed feelings about seeing him, as he had just lost the Kisei Title to Cho a few weeks before while I was in Tokyo, and I felt like we were intruding on some private time for him after his defeat. Fujisawa tours China every year to help spread the game of Go there. (Even though Go originally came from China, in years past it has fallen on hard times, but is again gaining strength.) The next day we went sight-seeing around Nanjing and then played a friendship match in the afternoon. The Chinese seem to have no real system of ranks, as only one member of the tour won a game during this match. All the games were even, but it is hard to tell if one's opponent is one's level. For some reason the Chinese do not seem to play handicapped games.

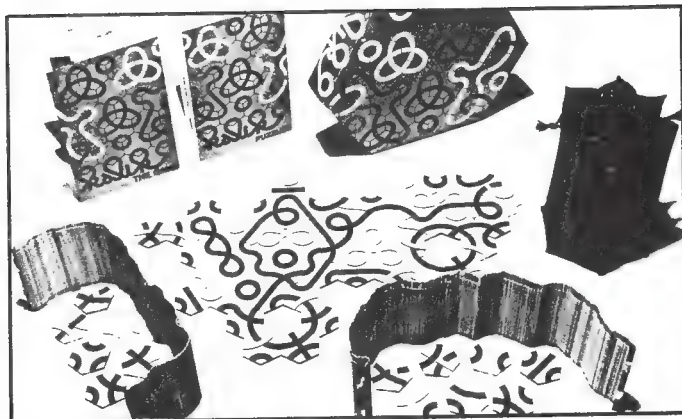
The next day we did some more sight-seeing around Nanjing. I had heard about a famous Go game played many years ago in which a large parcel of area had changed hands. A Go print depicting this event was in a building in a nearby park, but because it was not on our schedule we were unable to see it. We took the train to Soochow (the Venice of China) and then proceeded to tour the city. Soochow has many canals running all through the city with many junks carrying all kinds of goods. This evening we were able to find some Go boards, and we played several friendly games with the local Chinese. Since we were using the Chinese counting rules, our opponents counted them, and considering the speed with which they moved the stones around, I was never sure what they were doing!

The next morning we went to Tiger Hill to see a thousand-year-old temple. This temple is made of bricks in a huge pagoda-like structure and is at least 6 or 7 stories high. Before arriving at the temple we came upon a sacred Go shrine. This shrine marks the spot on which the game of Go was first observed by man. The story is something like this: "A Chinese woodchopper came upon two Gods playing Go and proceeded to stop and watch; when the game was over, he awoke and noticed that his ax handle had rotted away." Upon leaving the temple we took a train back to Shanghai.

Every day of the tour we went to some place to do shopping, including official tourist stores, a jade figurine factory and a silk embroidery factory. In one of the official stores I found a set of red handcarved lacquer Go bowls which now hold my stones. On March 31 we left China in the morning and flew back to Japan; on the second leg of the trip I again saw Mt. Fuji from the plane. It was a fitting close to the trip since in three days I would leave Japan. Fuji San had brought me much luck from seeing her the first evening in Japan at a distance, and now close up I could thank her and the people of the Orient for a fantastic dream come true.

The last 3 days saw me running around trying to obtain all of the gifts that I promised to bring back with me. Also I was able to play Iwamoto a teaching game before I left. Before leaving I again saw Chizu and thanked her and Matthias for the great time in China. These last days I also selected a Go board and real stones to bring back for myself. April 3 saw me returning home very tired but filled with a sense about Go and the Orient that can not be understood until you have been there. Even though I spent seven weeks in the Orient it seemed so short--so many places I had not been able to see. I want to thank JAL for inviting me in my capacity as the IGF director for North America and also to thank the many people who were so friendly and helpful to me during my trip.





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### Go in Canada

The Toronto Go Club is moving in with the Korean Club in Toronto April 1st. The two clubs will share space at 653A Bloor St. W. The T.G.C. will still meet Sun from 1pm and Wed eve from 6 to 11pm. The Canadian Go Assn recently arranged a tour to Montreal, Toronto and Ottawa by James Kerwin, pro 1 dan. Report later. Canadian tournaments on T&E Calendar p. 31.

## THE EUROPEAN GO CONGRESS

by John Beckett

Have you been waiting to take that dream vacation of going to Japan for a couple of weeks to play Go? Well, there's another place you can go to find Go games all day long, Go professionals roaming around, tournament games every day, and Go players from all over the world. It's the European Go Congress. And this year the 25th annual European Go Congress was held at Pollock Halls in Edinburgh, Scotland, July 23-August 6.

The Congress began Saturday evening with a lightning Go tournament (something to get your blood flowing). The main tournament started Sunday with 143 players participating in a 9 round McMahon tournament played at a game a day spread over two weeks. It decided the 1983 European champion, Janis Kraszek of Poland. A handicap tournament was also held over the two weeks which allowed participants to play whomever they wanted whenever they wanted. The second weekend featured a two day McMahon (120 players) that drew many people from around Europe who were just looking for a weekend tournament and gave a breather to many of the players in the main tournament. Wednesdays were precious days off for sightseeing around Edinburgh and Scotland, although a small lightning tournament was held the evening of the second Wednesday. Certainly, the tournament board of directors, Richard Granville and Andrew Grant, deserve recognition for the work it took to organize and run all of these tournaments.

One of the highlights of the Congress was the number of Go professionals swarming among the players, playing and analyzing games with them. The most exuberant of them was Mr. Nakayama Noriyuki, a Japanese 5 Dan who stirred up unbridled excitement among the amateurs with his giggling and frowning intermixed with insightful analyses. Three "semi-professionals" from mainland China showed up, Mr. Chen Xiaoliu 6 Dan, Mr. Yang Jinhua 5 Dan, and Miss Niu Lili 3 Dan. Although Mr. Chen was the only one of the three that spoke English, they were all able and eager to analyze games and answer questions. Nearly every evening Mr. Nakayama and the Chinese would play free teaching games or simultaneous games with Congress participants. Two Korean professionals showed up the second week and played simultaneous games with the amateurs and instigated challenge matches among the professionals.

The most valuable facet of the European Go Congress was meeting new Go players from all over the world. We would play Go outdoors on sunny afternoons, throw frisbees around the courtyard, and play "liar's dice" in the bar at night (another story!). Fortunately for the U.S. contingent (Hal Small, Dave Weimer, Ed Downes, and myself), English is the official language of the European Go Federation. The European Go players were overjoyed to see us and stressed that Go players from all countries are now eligible to win the European championship (the main tournament).

The tournament scene in Europe is well ahead of anything we can find in the United States. There are 4 day tournaments in Amsterdam and Paris that draw over 200 people. Or how about spending New Year's Eve in London and play in a tournament that starts the next day? Next summer's European Go Congress (1984) will be held in Geneva, Switzerland, and the 1985 Congress will be in Holland. In all of these events, accommodations are arranged in advance, so all you have to do is pay your money and show up. Now that this year's Congress is over, how about next year's?





## Cho Chikun: From Shodan to Superstar

*Translated from Kido, Jan. 1981 by Bob Terry*

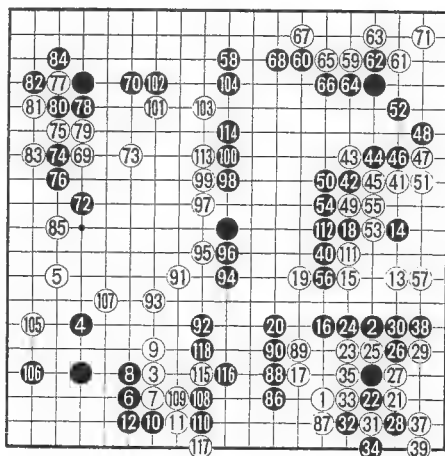
In his own words. . .

I entered the professional ranks in 1968 at the age of 11. That means that I finally accomplished my goal during my sixth year in Japan, after arriving here as a 6-year-old in 1963. The day after I touched down at Haneda Airport, the Kitani Dojo celebrated its "100 Dan Breakthrough Commemoration" and I had a chance to play Rin Kai Ho Sensei (at the time 6 Dan) on the stage of the Sankei Hall in Tokyo. G.R.1 shows that game (*B wins by resignation at 118; B36 connects*). With that I was a full-fledged student of the Kitani Circle; but since I was so young I have only vague recollections of that time. I was fortunate enough to be able to play constantly with Otake, Ishida, Kato and all the rest of the more advanced students, but even though I should only have had to put 5 stones to them "by rights," somehow I found myself overwhelmed and I was forced at times to put as many as 9 stones down! I was being pummeled even as the tears came streaming down my childish face, but this, too, I remember as hardly more than a dream.

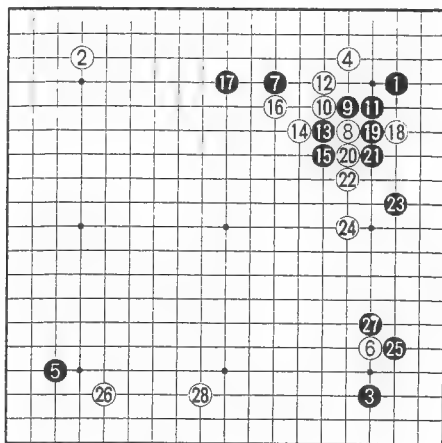
I must truly have been a poor student to have advanced to professional status with such leaden steps and I'm sure the people around me felt betrayed in their expectations. During this initial period I lacked the enthusiasm for study that characterized my fellow students.

Designated 10 kyu, I became an Insei and remained in that capacity for 5 years. The first big hurdle for a pro is the tournament to determine entrance to the Oteai, which is divided into 3 sections: the quarter final preliminaries, semi-final preliminaries and then the finals. How many times did I mount my assault only to slip at the last moment? In 1968 I reached the final for the first time.

I threw myself into the task. My opponents were all strong players. These 16 games of the preliminaries comprised my first real test. I was resolved to win; I repeated to myself that I mustn't fail. But I was surely a weak player around this time, just before becoming shodan. I must have only made it because I was riding a crest at the moment.



Game Record 1 (118 moves)



Game Record 2 (28 moves)

I was lucky to beat my rival student Inoue Kunio (now 6 Dan) with whom I usually had to play with either B or a 2-stone handicap and I had successes in other contests as well. Finally, an unexpected 12 win, 4 loss record put me over the top.

G.R.2 (*last page*) shows the opening of the sixteenth and final game I played against Azuma Michihide (now 5 Dan) (*Cho, W, wins by  $2\frac{1}{2}$  pts.; moves after 28 omitted*). Otake commented on this game in a magazine: "Turning to W26 is an interesting idea, but one would like to see W use 28 to extend up against the B group on the upper side. . ."

My play still lacked severity and even though I made it into the ranks, there were still huge gaps in my understanding. (Of course, that's only to be expected, but. . .).

With these preliminaries in prospect, I decided to abandon my bad habits and threw myself into study. Inoue Kunio used to take me to see Fujisawa Shuko Sensei and I would watch the master at work and look through his books. . . . One book by Go Sei Gen Sensei on the fuseki made a big impression on me, a large, heavy volume published, I think, by Kinensha.

One part showed the fuseki in Diagram 1. If B makes the knight's move to 7, W extends 3 spaces to 8 and the game proceeds with B's invasion at 9. If B makes a kosumi at 1 in Diagram 2, W extends all the way to 2. When B has made the

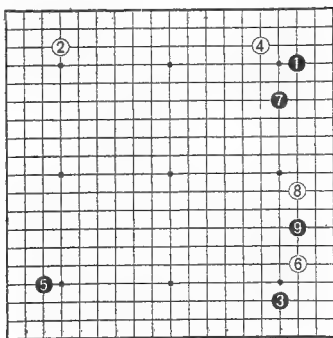


Diagram 1

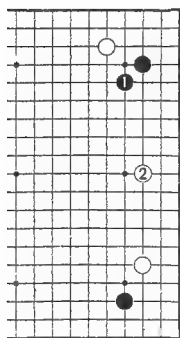


Diagram 2

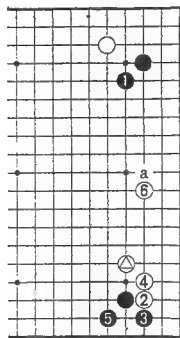


Diagram 3

knight's move, he can't aim at extending so far down the right, so neither will W. If B plays solidly with 1 in Diagram 3 when W has made the high kakari of  $\Delta$ , play proceeds to W6. Then again, B might extend to  $\alpha$  with 3. This is the sort of thing I picked up from Go Sensei's book.

At that time I was convinced that B's kosumi had to be a weak move and never played that way myself, but reading this book really opened my eyes. It seemed to hit upon all the parts of the game I didn't understand and became a favorite text of my student years.

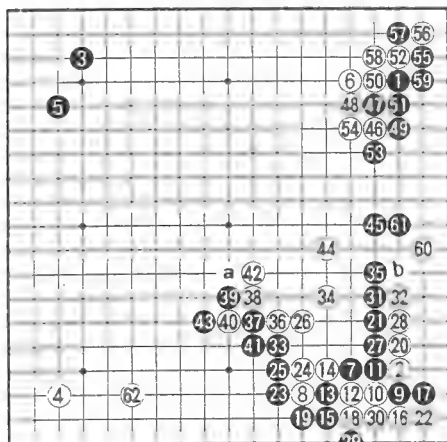
#### A SUDDEN STRING OF LOSSES

My debut in the Oteai commenced with a game against Ezura Yuichi 2 Dan, and next Ishida Akira 2 Dan. But I lost both these games, playing B without giving komi. This was indeed a tragedy! "I guess Chi Kun still needs some time," was what I heard around me, to my misery.

When I found out I was slated to play Ishida, I asked around about him. "He's a strong one, that's for sure. . . ." I was told.

Ishida had a good reputation and was certainly strong. I felt that he had sprinted ahead of me.

G.R. 3 (next page) shows the game we played. (*Ishida, W, wins by resignation; moves after 62 omitted*.) I remember getting flustered when I saw W28, a move I wasn't familiar with. His eyes seemed to gleam as he played W28: "Well now, know what to do about that?"



Game Record 3 (62 moves)

like a rookie baseball player joining the majors for the first big game of his career; the memory lasts forever. The first win and first loss impress you in an entirely different way from the ones that come later.

It wasn't that this one move bowled me over, but I had my hands tied the whole game. It was an utter rout. There would have been little trouble had I blocked at *a* with B43 and if I was going to play in this area I had to push at *b*.

After being fenced in (kake) with W46, B ends up playing on worthless points (dame) to connect his groups. The fact that B is left with this "skeletonized" shape is more than adequate proof of my lack of strength.

I remember these first 2 games quite well. And also the anguish I suffered. It's

CHO CHI KUN (Kisei, Meijin, Honinbo, Judan): Born July 23, 1956, Seoul, Korea. Came to Japan in 1962. Student of Kitani Minoru, 9 Dan. Became pro in 1968, same year 2 Dan, 1969 3 Dan, 1970 4 Dan, 1971 5 Dan, 1973 6 Dan, 1975 7 Dan, 1978 8 Dan, Apr. 1981 9 Dan. First place in lower division of Oteai 2 years straight, 1970 & 1971. From 1970 to 1974 he compiled the record of 33 wins in a row in the Oteai. 1974, 8th place in Pro Best Ten Tournament. Won the 5th, 6th and 8th Annual Young Master's Lightning (TV) Tournament. Challenger in 1975 for the 22nd Annual Nihon Kiin Championship but suffered an upset defeat 2-3 by Sakata 9 Dan. Won his first big title the same year by taking first place in the 11th Annual Pro Best Ten Tournament. In 1976 he won the Asahi Newspaper sponsored Tournament of 8 and also captured the 24th Annual Oza title. Same year participated in Meijin League for the first time. 1979, participant for the first time in the 35th Annual Honinbo League. Same year captured 4th Annual Go Sei title. 1980 challenged Otake Hideo for the 5th Annual Meijin title and won by the score of 4 wins, 1 loss and 1 voided game. Has held Meijin title for 3 straight years. Challenged Takemiya Masaki in 1981 for the 36th Annual Honinbo title and won, becoming the fourth player in history to hold both Meijin and Honinbo titles simultaneously. Starting off 1982 by taking the 4th Annual Kakusei (Lightning Go) title, he finished the year holding Judan, Honinbo and Meijin titles as well. 1983 defeated Fujisawa Shuko by the upset score of 4-3 to take his first Kisei title. 3-time winner of Kido's Best Player Award, twice of the Shusai Award. Cho Shu En, 5 Dan is his brother. Cho Nam Chul, 8 Dan of the Korean Ki Won is his uncle. Lives in Chiba Prefecture.



## FIRST WIN

However, I did win my third game. My opponent was Iguchi Deiji. This game erupted in a melee and since I poured myself into the fray, the memory I have of it is a good one. All the more since I had resigned myself at this point to my losing form.

I still recall clearly the board situation of G.R. 4 (*Cho, W, wins by resignation*).

B had just hane at  $\Delta$  and I played the pincer attachment of W1. If B played 1 in Diagram 1, I planned to play 2&4

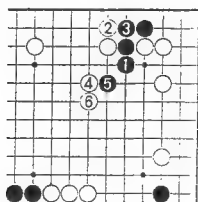
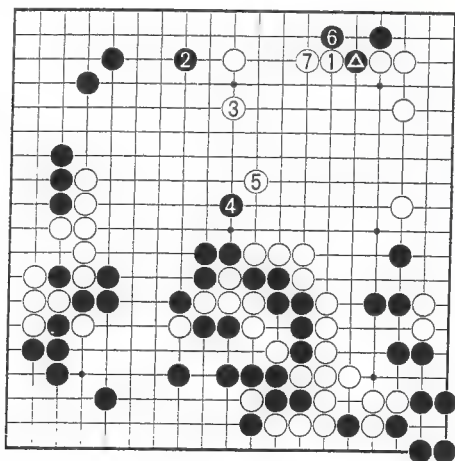


Diagram 1



Game Record 4

and if B5, W6; this is what I banked on.

I answered B's extension of 2 with W3, and B4 by surrounding the upper right with 5; now the game hinges on how much of this moyo W can keep.

B tried the hane at 6. In response to this, I pulled back to W7! Somehow when I remember this game I see it filled with power and daring on my part, but when I examine it now I realize all these feelings revolve around the move of W7. When I think of myself as a mere child playing this kind of awesome (ghastly?) move I get a strange feeling. Should it be praised or disparaged? I don't know. . . .

If W ataris from above with 1 in Diagram 2, there are all sorts of things to be worried about, to be sure. For instance, after B2&4, if W plays *a* B can resist tenaciously with *b*, *Wc*, *Bd* and aim at the atari at *e* or *f*; or else, leaving this in reserve, attach at *g*.

Nowadays I would not hesitate to play the atari from above in Diagram 2 and see it as par for this situation, but what 11-year-old has that kind of broadness of outlook? My 2 straight losses weighed upon me as if they were 10 and inwardly I felt driven into desperate straits. Bad *aji* or no, I was determined to kill this group one way or another.

In any event, I pulled back at W7 with an expression on my face that mirrored my inner conviction that the B stones were doomed. Let's call it a move of a youthful spirit.

By way of response, my opponent also slipped into the belief that the B stones were lost and failed to push up at 1 in Diagram 3.

As long as the stones are dead, there's no harm in pushing out this way. If a large scale fight develops on the outside, these stones may come in handy; therefore W was best advised to steer for the course in Diagram 2.

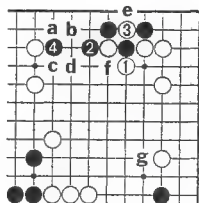


Diagram 2

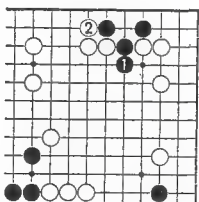


Diagram 3

My first win. It was published as such in *Igo Club* magazine's "High-flying Rookie" column. With the Chief Trainer of the Kitani Dojo, Kajiwarasensei, and Otake as a "board of examiners," I was given the full treatment. This rookie found himself dodging a barrage of bean-balls from the two, and the following exchanges come from that article.

Kajiwarasensei: What if B pulls out at 1 in Diagram 3? Isn't that dangerous?

Cho: W makes the thick move at 2.

Kajiwarasensei: Ah, I see. . . . So that's how one makes thickness!

I was fully convinced that W2 would give me powerful thickness.

Then, on another page. . .

Kajiwarasensei: You know, Chi Kun's game. . . it still has a lot of rough edges.

Otake: Surely you jest; I would welcome any signs of rough edges. That would show he was improving. He's still a long way off from the "rough edges" stage!

Kajiwarasensei: What he needs to do is search for the direction of play.

Otake: Ah, but look at how weak he is! Even Chi Kun realizes that, don't you, Chi Kun?

Cho: . . . .

Otake: In every game there's a decisive turning point. And that's the point I always see you dawdling around. Still, there is a lot of raw power there.

When I think back, I see the truth in what they were saying.

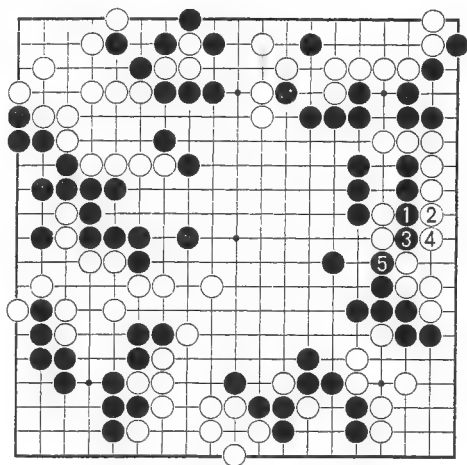
#### DON'T EXPECT ANYTHING GOOD THE NEXT 5 YEARS

Perhaps I recovered my fighting spirit with this victory; I finished the 1968 Oteai with the acceptable result of 7 wins and 3 losses. So within the same year I rose to 2 Dan. There are many players who make it to 2 Dan the same year they become pros; I happened to be one of them.

From then on in it was smooth sailing. In 1970 and 1971 I took first place in the lower division of the Oteai. My results in the major tournaments weren't as impressive as my older rivals, but enough to get me into the public eye. In 1972 I advanced to the finals of a tournament for younger players and one of the smaller titles, but I lost both times.

At 15 I was 5 Dan. By this time too, I had grown physically large enough to catch a person's eye. It seems to me that it was at this point that Kobayashi Koichi and I came to be considered rivals.

A game I remember well from 1972 is the one shown in G.R. 5 against Hashimoto Shoji, 9 Dan. (*Cho wins by 2½ points.*) This is from the Pro Best 10 Tournament. By beating Shoji Sensei and Kajiwarasensei I advanced to the top 8, but there I was stopped by Rin Kai Ho. However, because of my showing here, the fans voted me into the next year's tournament, in 16th place. That made me lowest man on the totem pole. There's nothing wrong in that, though.



Game Record 5

The reason I recall my game with Shoji Sensei so well is that it was the first time we had met over the board and also the first time I had

traveled to the Kansai Kiin for a tournament game. The people over there were also interested in seeing what kind of young Turk they had on their hands. Of course, the focus wasn't particularly on me, but on any strong young player who happened to pass that way.

In the game, B grabbed 2 stones with B1-5, but but here both Shoji Sensei and myself were guilty of a gross oversight. As we analyzed the game afterwards, we realized that B can kill the W group with the placement move of 1 in Diagram 1.

"Oh my God, that's terrible!" I remember clutching my head with both hands. Shoji Sensei also suffered a jolt.

We spent hours engrossed in the various turns the game had taken and when we looked up, dawn was breaking. The building was deserted. Kato also had a game to play here so we had come together, but nothing impressed us more than Shoji Sensei's earnest approach to Go. "What spirit!" "Shoji Sensei, he's a strong one, no question." "Not the kind of player you meet every day." This was how we discussed him between ourselves.

Later on, Shoji Sensei was asked by someone around him what he thought of me and my play. It seems he answered, "Don't expect anything good from him the next 5 years." I caught wind of this and almost choked when I heard it. "What kind of nonsense is that?!" I still remember that unpleasant feeling clearly.

But his words proved to be prophetic. I see that when I look back. . . .

#### FULFILLING YEARS

I'm not the kind of person who works well under others. In even the smallest matters I like to take the initiative and handle things alone.

The years when I began to taste fulfillment both in Go and in my life came after Kitani Sensei had disbanded the Dojo and retired to Hiratsuka. I accompanied the Sensei there and was in charge of the handful of younger students he had with him. At this time I poured myself into my studies and contemplated various things. Not only about Go, but about life in general. . . . It was a period when I felt myself growing more and more confident. That was the year of 1974.

G.R.'s 6 and 7 are games from that time. I played these games with determined resolution and so I'd like to bring them to your attention now.

Since that occasion just before I became pro, I visited Fujisawa Sensei often at his office in the Yoyogi district of Tokyo to receive teaching games from him. The Sensei was still young then and had the stamina to take on us youngsters one after another. I could never hope to imitate him in that. But then, I don't know if I'd have the good grace to accept a drubbing at the hands of some young player. From that standpoint, Fujisawa Sensei's magnanimity of spirit is much to be admired. . . . The lessons I learned in Yoyogi were quite valuable to me. Usually, we'd play quickly, about an hour per game. I always took B.

On the way up to Tokyo from Hiratsuka to play the game in G.R. 6, my train was delayed because of a small earthquake, and I remember arriving 30 minutes late. After hastily calling the Kiin, I spent many anxious moments before finally bounding into the room and my place at the board.

I played this game (*Cho, B, wins by resignation*) with complete self-possession and really came into my stride with the attachment in the center at B51. The move still stands out clearly in my mind. The fact that I was able to jump into the center of the ring and trade blows without budging an inch in proof of my self-confidence. True to form, Fujisawa Sensei smiled through his chagrin as he tendered his resigna-

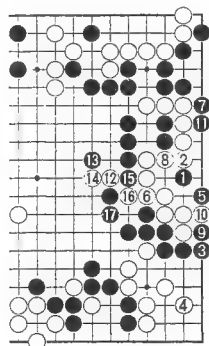
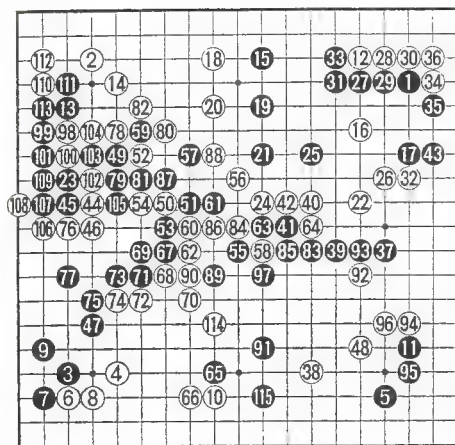
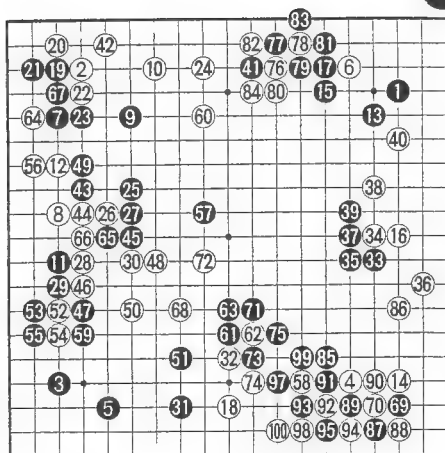


Diagram 1





Game Record 6 (115 moves)

Game Record 7 (101 moves)  
96 @ 99

tion. But since there was nothing at stake in this game except the difference between 9th and 10th place in the Pro Best 10 Tournament, I can't believe that the Sensei had his heart in the game.

The most difficult opponent for me is someone like Kurosawa Tadanao, whose rock-steady play had already brought me to defeat twice. You can imagine the bad taste left in my mouth by those 2 losses.

I had let myself get flustered and then I lost my footing; but I was determined this time to calmly build up my strength. That's what I kept repeating to myself.

G.R. 7 (*Cho, B, wins by 1½ points*) shows how I deliberately set out to concentrate my power. Then when my chance came, I released this energy in one blast. The moves from B87 to W100 are the result; and so I was able to overcome my bete noire Kurosawa. The fact that it came down to a 1½-point decision was because I committed a terrible mistake in the endgame.

My good form continued throughout 1974 and enabled me to become the challenger for the title of Nihon Kiin Champion.

#### HOW MUCH DOES A PRO EARN?

If your name is Cho Chi Kun it's quite a bit indeed. In 1982 he made \$256,600 from tournament fees alone. By comparison, Fujisawa Shuko, Otake Hideo and Kobayashi Koichi, the next in line, made \$131,400, \$103,000, and \$101,000 respectively. This does not take into account income from personal appearances, royalties on books, lecture fees, etc.

This is the most money a pro has ever accumulated from tournament fees. It may be compared to Cho's 1981 earnings of \$188,100, which was also a record and topped the field in that year as well.

How much does he stand to make this year?

Just from the Kisei tournament, he made \$6,250 qualifying for the Best of 3 playoff with Kato. He added \$10,400 winning that match and was thus assured of the \$18,750 game fee the challenger for the Kisei Sen gets automatically. Finally, by beating Fujisawa he receives the top prize of \$95,800, making a grand total of \$131,200. Sets your head spinning doesn't it?

--From Kido, Jan., Feb., 1983.

## SAKATA--FROM MY SIDE OF THE BOARD

The 22nd Annual Nihon Kiin Championship was the pinnacle of this rich year I had. Looking back I can feel how the power was welling up inside me, and seemed to be focused on this best-of-5 match with Sakata Sensei.

Undaunted by my renowned opponent, the great Sakata, I braced myself for the collision. When I had taken the first and second games in a row, I thought I had the cat in the bag, and yet I found myself thinking, "This is too good to be true." The previous year Kato had suffered a huge upset on the same stage, but this hardly crossed my mind.

The first game, shown in G.R. 8 (*Cho, B, wins by resignation*) was a disaster for Sakata and I wondered what on earth he was doing.

My frame of mind at the time was concentrated on my own strength and, truth be told, I failed utterly to appreciate my opponents' abilities.

But things turned strange from the third game on. Sakata Sensei came to his senses. And my own indomitable confidence vanished, leaving my game in tatters. Suddenly, 3 straight losses. I landed upturned in the same ditch Kato had the year before.

Much has been written about my collapse; much that is true.

There are parts of the whole affair that are still inexplicable to me, but for various reasons I think it was a valuable experience.

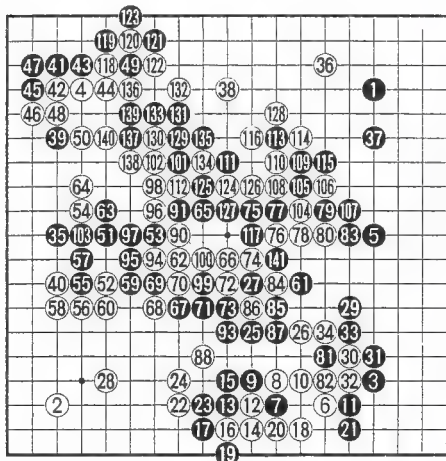
In defeat I came to realize the power my adversaries possess. I turned it over in my mind. . . it's not enough to be strong; I have to recognize the strength I'm confronting. This for once was a force I couldn't overpower. I had to accept the painful lot of the vanquished. From those precious heights I tumbled to the depths. And once you've fallen into a slump, it's not an easy matter to drag yourself out. It was a long time before I recovered from my "Sakata Shock." Then again, when I consider my fall now, I wonder if it wasn't the best thing for me. Of course, that's easy to say now; questioning whether the future was as rosy as I had once thought.

A week after the great upset had been sealed with the 5th game, I had another tournament game scheduled. This was against Takagawa Sensei in the Pro Best Ten Series.

I won that game. But right in the middle I made an awful blunder; I really got taken for a ride. I felt miserable, forlorn. I could hardly bear to sit at the board. All at once I couldn't hold back my tears. I pretended to blow my nose to hide my embarrassment, but I was really at my wit's end. This was the only time I ever broke down in the middle of a game. It's not a story I'm proud of, and I feel a little ashamed writing it down here.

Well, that was the lowest I ever went. After the first lapse of my youth I got myself into another pinch. Again the immature side of my character was exposed.

Right after that I took the Pro Best Ten Title and I felt redeemed. But even though I took this title and another one as well, I didn't feel fully recovered. Sakata Sensei is truly a man to be held in awe. The



Game Record 8 (141 moves)  
89, 92 take ko.

## WHO ARE THE TOP PROS IN JAPAN?

Oddly enough, there are several players still determined to give Cho a run for the money and they even beat him from time to time (but of course, there isn't so much money left to go around with Cho on the scene!)

Kobayashi Koichi is the first name to come to mind and it turns out that he was actually the pro (7 Dan & above) with the most wins, 42, with 17 losses. However, as you can see his percentage wasn't so good (0.712) and from that standpoint he "only" took 8th place.

Cho himself was second according to the number of victories, 34, and suffered 13 losses for 0.723 (5th place).

3rd was Rin Kai Ho with 32 wins to 21 losses (didn't place).

4th, surprisingly, was Ishia Akira who, at the age of 34, is suddenly coming into his own, 31 wins, 8 losses. That was good enough to place first according to percentages: 0.795. He entered the Meijin League this year for the first time.

5th, Kobayashi Satoru (brother of the former Women's Honinbo, Kobayashi Chizu, 5 Dan) with 31 wins, 8 losses. Second place according to percentages.

proof is in the destruction he wrought upon both Kato and myself.

For 3 years after 1974 I found my wings clipped. The lingering dissatisfaction over these fruitless years compels me to do my best now. The titles I have at the moment are just the start. I intend to make up for lost time and this too must be attributed to that low point I went through. All the same, I don't mind gloating a bit over by accomplishments.

## MY STYLE

I've been asked about my style. It's not like a picture I have hanging on the wall or some terrific collection of maxims I have engraved in my forehead. You'll have to wait a bit to see anything really terrific from me. There are still many things I can only aspire to now.

I'm not the type to meditate on my own style or the road I'm traveling along. People comment on my play and I sometimes think about it myself, but there are always parts of one's own character that one cannot grasp.

So let's talk about other people.

When I was a child, my friend Inoue Kurio used to like Honinbo Shuwa, and studied his games a lot. Because of Inoue's influence, I found myself playing through some of Shuwa's games. Of all the Meijins of the past, he's the one I admire the most. Many people are fans of Shusaku I know, but it's with Shuwa that I feel a kinship. There are many points where our perception of the game coincides.

(con't next page)

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## GO IN CALIFORNIA

The Chinese Go Club, organized in March '83, boasts 55 members in the busy Southern California area. General membership is \$5/month, honor membership, \$120/year. The club is a key club and meets at 2320-A S. Garfield, Monterey Park, CA; phone, 213-726-0447. The club recently became an AGA chapter, plans monthly tournaments open to all, members and non-members alike. Currently, the club is negotiating to attract the visit of a professional or two in the near future. Best of luck to the new boys in town!



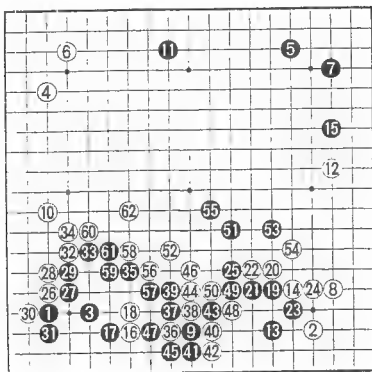


Diagram 1 (1-62)

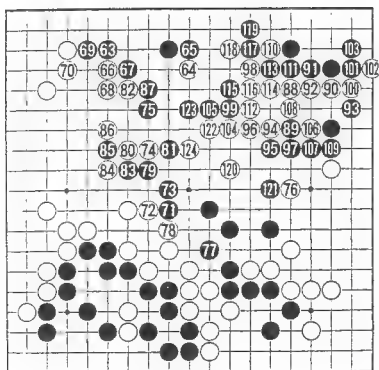


Diagram 2 (63-124)

Any game of Shuwa's will suffice, but just flipping through the pages of his complete games my eye catches Diagrams 1 and 2. Shuwa is W and B is the 9th generation Yasui Sanchi. W wins by 5 points (*moves after W124 omitted*). If you ever have the time, please play this game out on a board.

You can tell by just this one game how sure Shuwa's grasp is of the whole board and how he quickly jumps ahead of his opponent. One big point after another; he's there first. He's also a good "artful dodger." For instance, if he can get his opponent to back down (kikashi) in one place, he's satisfied to leave it at that. He switches to a different tack. If it's expedient to sacrifice some stones he cleverly makes the most of it then shifts the battle to another area. But at all events, he leaves all his options open; the "artful dodger" game. This especially is where I can discern an affinity between us.

And then, Go Sei Gen Sensei. The Sensei's games also display the "artful dodger" link with Shuwa. If I may be permitted to attach my name to these illustrious Senseis, I fancy the combination Shuwa-Go Sei Gen - Cho Chi Kun. Lined up in a row like this makes a pretty sight and I'd like you to remember it.

All kidding aside, I've spent much time playing through both Go Sensei's and Shuwa's games. The studies I made when I was a child of Go Sensei's fuseki have had a lasting influence on me.

Since I'm always plotting my artful dodger schemes, it's rare to find me going for an all-out assault or playing for territory alone. The board situation is always shifting. It's not a question of good or bad but of temperament, and I have only this to work with. My life is somewhat more stable but. . . .

Therefore, even though I'm often perplexed as to what to do next, my artful dodger approach is the one I'll be using. Since this conforms to my nature I doubt that you'll see me do a 180° about-face.

If I said I wasn't influenced by Kitani Sensei or Sakata Sensei I'd be lying.

Kitani Sensei's games show an idealistic approach, stubbornly sticking to his guns no matter what, trudging along step by step. It may be a lumbering style, but he comes on like a steamroller. I tried out the Sensei's method around the time I played G.R.'s 6 and 7, but as might be expected I couldn't keep it up.

Sakata Sensei's game is also clearly a form of artful dodging. But it's different from the Shuwa-Go Sei Gen type. The latter are intuitive dodgers while Sakata Sensei's is systematic, rooted in reading. One gets the impression that Sakata Sensei can do anything in the world as long as he's read the line out and decided it's favorable. That's simply

beyond my power, although I think it's wonderful. Here you can see the difference between the reading type and the intuitive type.

Broadly speaking, I'm of the faction that prefers profit over thick-ness, but there are various elements in my game, all mixed up.

In the fuseki, there's no particular model I adhere to, I like to try everything.

I suppose I've answered the question about my style now. Like my game, these sentences have come out all mixed up.

~~~~~

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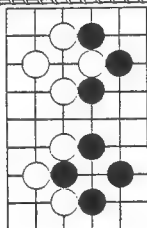


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## Keshi and Uchikomi

Based on writings by Kaoru Iwamoto, 9-dan  
 Translation by T. Ogoshi      English Preparation by Roger A Newlander  
 Edited by Don Wiener

### PART I--KESHI (continued from last issue)

#### TYPE XVII

In this Type, W must limit the influence of the B position, based on the kogeima shimari (small knight's enclosure) in the upper right quarter of the board. W is close to the B lines on the right side, but on the upper side W is not so close. W does have some influence on the upper side due to his strong upper left corner position. Consideration should

be paid to the above points, and one should try to understand the delicate difference in the Keshi maneuvers to be used against this Type and the following Type. Both Types will be based on the kogeima shimari in the corner. In combatting such a large sphere of influence there is the danger of giving the opponent large consolidated areas while attacking part of the area. There is also the danger to the attacking stones to be taken into consideration. I would like to begin by examining Diagram A.

DIAGRAM A: W1 is considered an important point which can be effective in countering the kogeima shimari. In a similar manner this point is also important for the defense of a kogeima shimari.

B would answer W1 with 2 & 4 and the W position

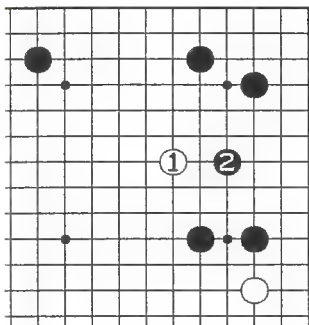
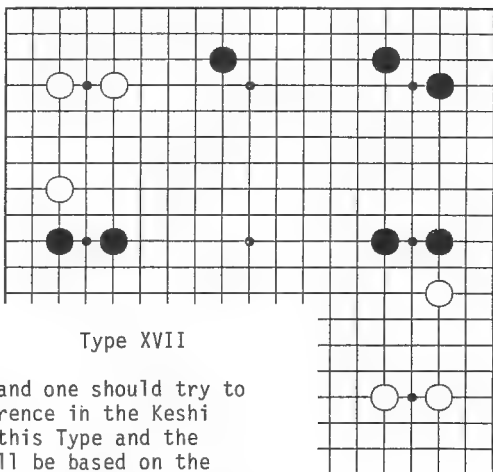


Diagram B



Type XVII

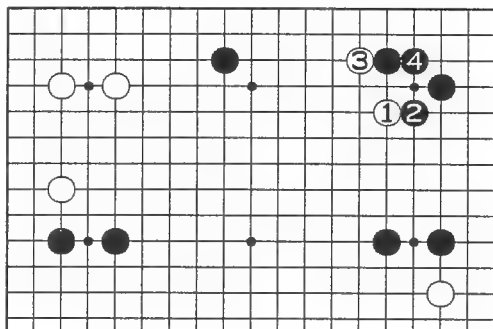


Diagram A

would be uncomfortable. Not only would B's right side be strengthened, but also W's formation would be lacking a base and be subject to constant attack.

DIAGRAM B: W1 here is a light type of move that would be countered by B2. Again B is going to begin the process of solidifying the right side. W will have a problem as to what future operation to launch from W1.

DIAGRAM 1: It is a rather good, practical idea for W to challenge B with a play at 1. W would be satisfied to cut down on B's area beginning in the corner, if given a chance. If on the other hand B should resist in the corner, W would put up a stiff fight and gain compensation elsewhere. In either case there is room for many variations due to the large scale on which the game is being played. If B plays at 2, W would reply at 3, satisfied that he can live in the corner later. 3 is now a key point. In Diagram B (last page) after W1 and B2, W could no longer play 1 of Diagram 1. B would no longer

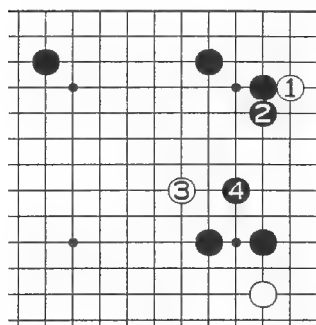


Diagram 1

allow W to live in the corner. B would have the choice of several ways of stopping W. He could stop W from directly above or even pull back to the 3-3 point.

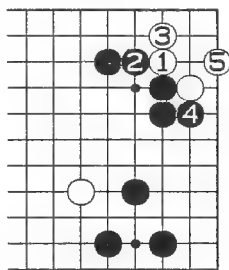


Diagram C

DIAGRAM C: This shows how to live in the corner, when W feels the timing is right.

DIAGRAM D: This shows that B should not consider trying to counter such a plan. To play at 2 against W1 is unreasonable as well as dangerous.

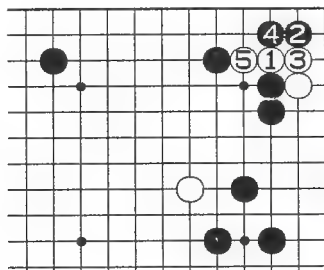


Diagram D

DIAGRAM 2: If B plays at 4, W replies at 5. B's formation is not so threatening now. It is impossible to guard both the right side and upper side. Besides, there is room for W to live in the corner. It is hopeless to attempt any effective attack against W after he jumps out to 5.

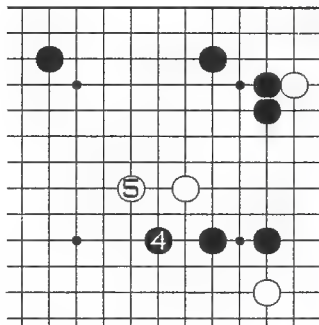


Diagram 2

DIAGRAM 3: B replies at 4. W can now turn his attention to other areas of the board as the purpose of Keshi has been fulfilled.

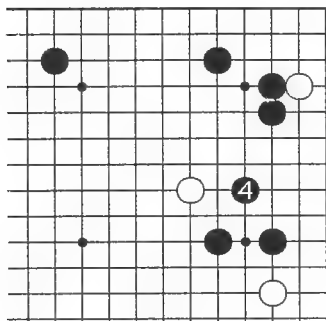


Diagram 3

DIAGRAM 4 (next page): After W1-B2, another way W can erase (Keshi) is to play 3-5. After B6, W can play a.

DIAGRAM 5: If W plays 1 and 3 first, however, and then attaches at 5, B would play at 6, thus applying outside pressure to W. This variation is not considered good for W. (If this variation is chosen, see Diagram 14 and the rest for W's follow-up.)

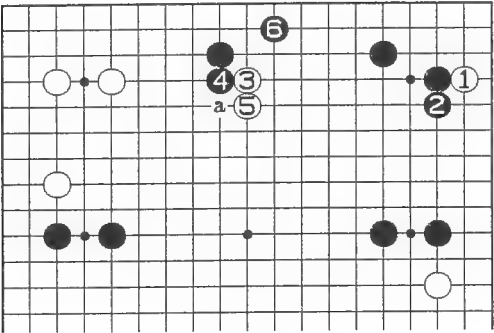


Diagram 4

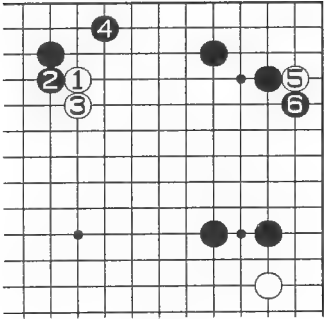


Diagram 5

DIAGRAM 6: The method of playing at 3 has already been shown in Types V, X, and XIII. If B stops W by playing at 4, W then plays 5, thus setting the stage for moving out into the center or creating area on the side. The power of B2&4 should not be taken lightly, though. This is especially true since the extension on the upper side is very wide. W must not feel content with just invading one of the sides.

DIAGRAM 7: Continuing from Diagram 6, B has the choice of playing as shown at B1 or at 4. It must be noted here that there is a complex variation awaiting a B play at a.

The future must be carefully weighed with this in mind.

DIAGRAM 8: B plays 1 as shown instead of 3 in Diagram 7. W can easily defend himself with 2.

If W is blocked

from the outside he gains the necessary time to make eyes in the area.

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GO IN WISCONSIN

"Not a formal club, but a few players gather on" Monday evenings, 8-11 pm, at the Rathskeller, Memorial Union, University of Wisconsin, Madison WI. Contact James Leinweber, 2475 Eric Circle #2, Madison, WI 53713. Phone: 608-256-8884. We thought you'd like to know. . . .



DIAGRAM 9: If B plays at 1 after Diagram 6, the logical sequence would be as shown here. W has achieved the object of Keshi, but his forces lack a foundation and they will be severely attacked. As mentioned before, there is no way W can cut down so large an area without some bad features resulting. In considering the area that W tore away from B and the pressure B is now exerting against W, we may say the position is about equal.

DIAGRAM 10: This is a method of living along the side without the struggle that would develop from Diagram 9. This method should be rejected, however, because of the large

influence B gets facing the left. B may then press at *a* in sente. It is the proper spirit of the fight to play 2 as in the previous diagram.

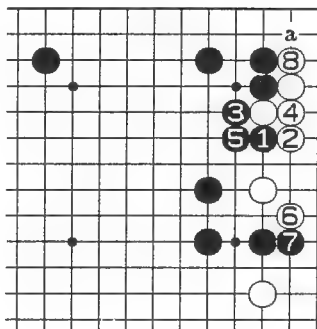


Diagram 10

DIAGRAM 11:

If B plays

1 instead of 4 in Diagram 6, W plays at 2 and makes a connection between his forces. Now whether B plays to either side of 2 or W plays first and perfects the connection is a matter of choice and timing for both sides.

DIAGRAM 12: Suppose B answers W1 with B2. Then W clamps with 3 and then plays 5. Notice W's flexible style. Up to 7 W cleverly cuts down B's area and has a formation that will not be easy to encircle. However, as repeatedly said, W cannot have a result which is particu-

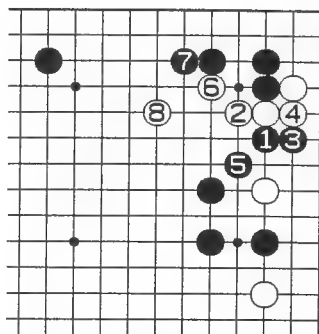


Diagram 9

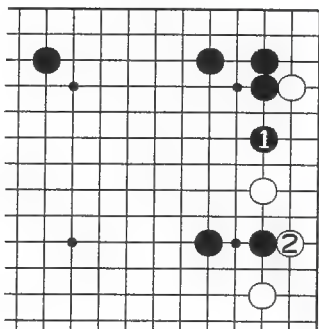


Diagram 11

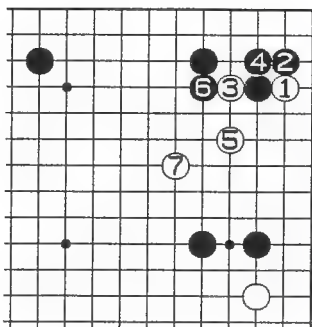


Diagram 12

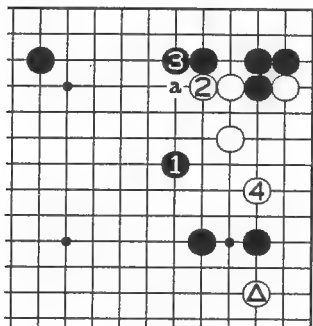


Diagram 13

larly advantageous for him if B answers correctly.

DIAGRAM 13: Both sides are warned against becoming over-anxious. B should not think of an immediate attack such as 1 of Diagram 13, but should play carefully as shown in Diagram 12, and reserve the attack for a time when the proper opportunity presents itself. If B attacks early as shown, instead of playing at 6 of Diagram 12, W replies with 2 and forces B3. Then W plays 4.

If B obstructs W's connection to  $\Delta$ , W can extend to  $a$ , gaining security.

DIAGRAM 14: If B holds W1 from the outside, W plays 3 and cuts the two B stones.

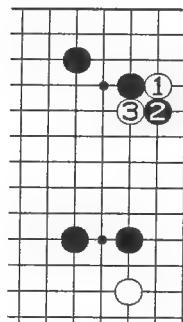


Diagram 14

DIAGRAMS 15 & 16: Then B surrounds a stone with 4 and W plays the strong moves 5 & 7, then withdraws to 9. This idea has a lot in common with Type X, Diagram 12 (see AGJ 17:2). After W9, if B cuts at  $a$ , W forces with  $b$  and after B takes a stone, W jumps out with 1 in Diagram 16 and is satisfied with his errasure. It is a basic principle that one should not bother about forcing stones which have accomplished their purpose. By that I mean if one plays a stone and the opponent immediately answers that move, nothing will be lost if this stone be-

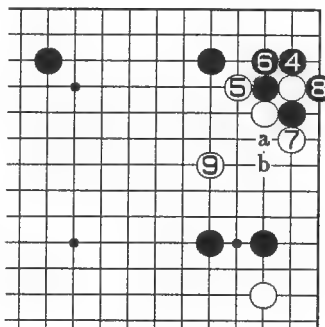


Diagram 15

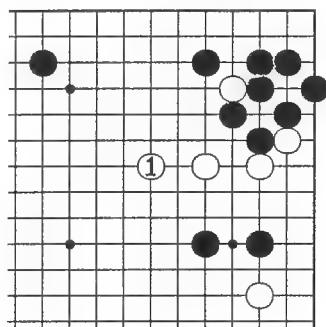


Diagram 16

comes sacrificed.

DIAGRAM 17: Here we see a variation from the previous diagram. Instead of 1 in Diagram 16, W threatens a B stone. No matter what the reply will be, B's formation will be very heavy with many duplications. B cannot afford to have his forces separated.

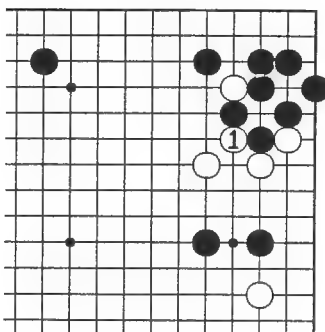


Diagram 17

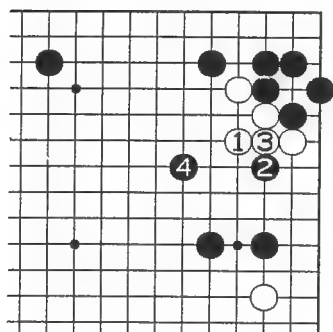


Diagram 18

DIAGRAM 18: Here W is making the mistake of trying to

save his three stones. I said that the previous diagrams were not good for B because of unnecessary duplication. In this diagram the same argument holds against W. Actually this formation will be attacked by B2 & 4 and W will be hard-pressed. There should be no doubt as to the comparative merits and demerits of this diagram and the previous one.

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GO AT LITTON INDUSTRIES

Litton Chess and Go Club--meets in Litton's cafeteria during lunch hour.  
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DIAGRAMS 19 & 20: Suppose B plays 1 here instead of 4 in Diagram 15. Looking closely at the possible answers to this stretch we notice that after W2 and 4 B becomes very weak. In fact, if B plays the best he can as shown in Diagram 20, he would have no effective means to attack W.

DIAGRAM 21: W is trying Keshi by starting with a shoulder push at 1. As warned earlier, W must be careful in attacking a large area like this so as to avoid letting the enemy stabilize large areas in the process. Assume that the exchanges W1 through B6 are made, then W plays 7.

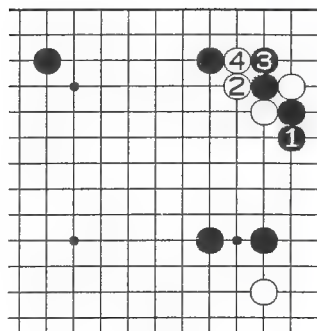


Diagram 19

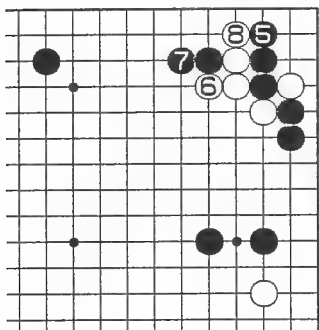


Diagram 20

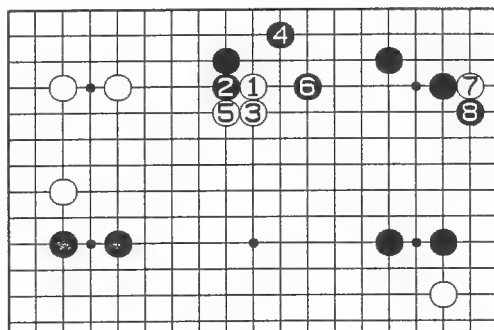


Diagram 21

B will infallibly press at 8, holding W from the outside. The outcome in this sector will be similar to that of Diagram 15 and the following. W cannot hope to have his forces flexible. He will also have the type of formation which will be hard to defend.

DIAGRAM 22: I would like to mention at this point this method of defense for B. B2 is a good move and is planned to avoid the results shown in Diagram 12, where B played at 4 first and then W played 2. W managed to wind up with a good position. This style looks clumsy for B, but actually is a solid defense. Some people say that this is B's best answer to W1. The point, however, is that after W3 and B4, W plays 5 and threatens either to connect with friendly stones below or to advance out into the open field. Thus although this form is solid for B it is not difficult for W, either.

DIAGRAMS 23 & 24: If B plays at 1 instead of B4 in Diagram 22, W slant jumps to 2 in what amounts to a flexible style. W has succeeded in reducing B's area slightly but efficiently. Note also that W can play 2 as shown in Diagram 24 and here also B has no effective way to attack this formation. If W adopts the play 1 of Diagram E instead of 5 of Diagram 22, then the point 2 becomes crucial. B plays there and W's form becomes unsteady. His foundation is poor and his style cannot be considered flexible. If W tries to answer by playing at *a*, then B stands at *b* and

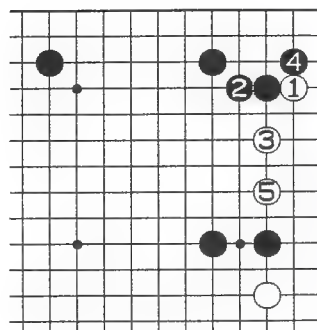


Diagram 22

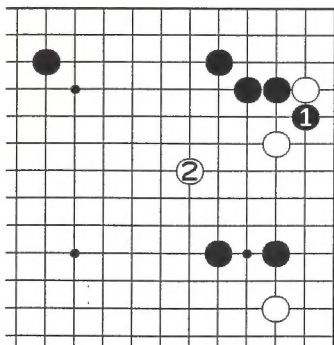


Diagram 23

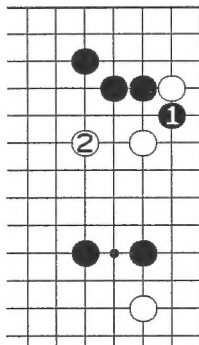


Diagram 24

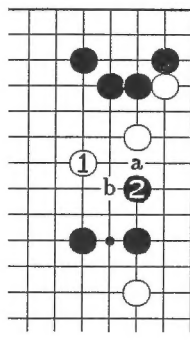


Diagram E

again attacks W. Remember in this type of position a point like B2 is always important.



### AGA TOURNAMENT AND EVENT CALENDAR

- April 28. (Sat):\*\* 3rd NoVa Cherry Blossom Tournament. Reg.: 10am. Play: 11am. Central United Methodist Church, Arlington. San Francisco Style. Prizes. Fee: \$6. Info: Ken Koester 703-237-8378.
- May 19 (Sat):\*\* Ann Arbor Spring Handcp. Info: Dave Relson, 313-995-3636
- May 19 (Sat): 4th "Vintage Go Tournament", Wente Bros. Winery, 10am. Lovely setting; Liquid prizes. Contact: Paul Dubois (415) 443-8679.
- May 19/20 (Sat/Sun): 6th Quebec Open. 6 rd. McMahon. **\$200 Cash Prize & trophy to Open winner.** Prizes other sections. Fees (Canadian \$): 3d+: \$25; 2d to 10k: \$15; 11+k: \$10. (Includes buffet lunch) Info: Tibor Bognar 8982 St-Hubert/ Montreal/H2M 1Y6 (514) 387-1646.
- May 26 (Sat):\*\* 11th Maryland Open. 10am. Hillcrest Rec Center in Catonsville, MD. 3/4 rd handicap. Fees: Open: \$8.50; others: \$6.50. Incl. Lunch. Prizes all sections. \$75 cash for Open winner. Info: Warren Litt (301) 922-9405 or Sam Zimmerman (301) 465-9380.
- May 26/27 (Sat/Sun):\*\* Japanese Garden Tournament at the Japanese Garden in Portland, OR. Prizes. Info: Peter Freedman 503-281-9200
- May 26/27:\*\* So. Cal. Open. TENTATIVE. Info: Joe Walters (213) 787-0683.
- May 27 (Sat): Midwestern Open, Mission Inn Motel, 7508 West 63 Street. Kansas City. 10am. 1st Prize: **round trip airline ticket** to the U.S. Championship. Fees: Upper section: \$10; \$5 others. Info: Richard Crandall, 9427 Sommerset, Overland Park, KS 66207. 913-642-1653 (eve)
- June 2/3 (Sat/Sun) Manhattan Go Club Bi-Monthly Tournament. MGC Club at Dosanko Restaurant, 329 5th Ave. Downstairs. 12noon. Fees: Dan: \$10, 1-6kyu: \$7; 7-kyu: \$5. Prizes. Info: Masao Takabe, 212-679-1970.
- June 9/10 (Sat/Sun): San Francisco Quarterly. Prizes! Call 415-563-9737.
- July 15 (Sun):\*\* Cleveland Go Club "Dog Days" Tournament. Pavillion Mall. Chagrin Blvd., Beachwood, Ohio. 1st Prize: Airline ticket to New York City for Eastern Champs. Info: Roger White, 216-248-8433
- August 4/5. Manhattan Go Club Bi-Monthly. Same as June 2/3.
- August 11/12. San Francisco Quarterly. Prizes! Call 415-563-9737.
- Sept 1/2:\*\* U.S. Championships. Los Angeles & New York. Save the date!**
- Sept 29 (Sat) Ann Arbor Fall Handicap. Info: Dave Relson (313) 995-3636.
- October 6/7 Canadian Go Championship. Edmonton Convention Centre. Edmonton. Prizes every division. Side tournaments. Reception Fri. eve, Banquet Sat. eve. Entry Deadline Sept. 24th. Entry fee (Canadian \$): \$20. Billets avail. Send registration or inquiries to Chuck Elliot, 11625 92nd Ave., Edmonton, Alberta T6G 1B4 (403) 439-3853.
- AGA rated events \*\*\* require AGA membership (available at the door).**





# NATIONAL GO SOCIETY

POST OFFICE BOX CC, SAVOY, IL 61874

| CATALOG NO. | WOODEN GO BOARD                                                | NON MEMBER PRICE | MEMBER PRICE |
|-------------|----------------------------------------------------------------|------------------|--------------|
| GB 006 F    | 1.5cm thick, Agathis folding board                             | 20.00            | 14.00        |
| GB 101 T    | 2.5cm thick, Agathis table board                               | 45.00            | 30.00        |
| GB 102 TP   | 5.5cm thick, Agathis table board                               | 90.00            | 60.00        |
| GB 102 T    | 5.5cm thick, Masame Agathis table board "Supreme"              | 135.00           | 90.00        |
| GB 112 KI   | 5.5cm thick, Itame Kaya table board                            | 260.00           | 180.00       |
| GB 112 KM   | 5.5cm thick Masame Kaya table board. (2 pieces glued together) | 340.00           | 210.00       |

| CATALOG NO. | TRADITIONAL GO BOARD WITH CARVED LEGS | NON MEMBER PRICE | MEMBER PRICE |
|-------------|---------------------------------------|------------------|--------------|
| GB 105 LX   | 14.5cm thick, Masame Agathis board    | 360.00           | 270.00       |
| GB 106 LX   | 17.5cm thick, Masame Agathis board    | 480.00           | 360.00       |
| GB 107 LX   | 20.5cm thick, Masame Agathis board    | 600.00           | 450.00       |
| GB 108 LX   | 23.5cm thick, Masame Agathis board    | 720.00           | 540.00       |

*If you are interested in a Shinkaya board (Spruce), simply mark "S" after the catalog number.*

*Prices are same as Agathis board. Spruce has a nearly white color while Agathis has a light creamy brown color. (A cloth cover will be furnished without extra cost.)*

|           |                                |          |          |
|-----------|--------------------------------|----------|----------|
| GB 115 KA | 14.5cm thick, Itame Kaya board | 1,200.00 | 900.00   |
| GB 116 KA | 17.5cm thick, Itame Kaya board | 1,800.00 | 1,200.00 |
| GB 117 KA | 20.5cm thick, Itame Kaya board | 2,400.00 | 1,600.00 |

*A custom wooden cover and a cloth cover will be furnished without extra cost for Kaya board.*

| CATALOG NO. | SET OF STONES AND WOODEN BOWLS                                  | NON MEMBER PRICE | MEMBER PRICE |
|-------------|-----------------------------------------------------------------|------------------|--------------|
| GS 223 GL   | 6.5mm thick, high quality glass stones (set)                    | 25.00            | 17.00        |
| GS 228 GL   | 7.5mm thick, high quality glass stones (set)                    | 30.00            | 20.00        |
| GS 234 GL   | 9.5mm thick, high quality glass stones (set) "Phoenix"          | 40.00            | 30.00        |
| WB 301 L    | Two, Ash bowls, Large (Dark brown color)                        | 35.00            | 20.00        |
| WB 302 LX   | Two, Zelkova (Keyaki) bowls, Large (Light brown color)          | 100.00           | 60.00        |
| WB 303 LX   | Two, Mulberry (Kuwa) bowls, Extra Large (Yellowish brown color) | 150.00           | 90.00        |
| WB 304 LX   | Two, Chinese Quince (Karin) bowls, Extra Large (Reddish brown)  | 120.00           | 70.00        |

*Large bowls can accommodate up to 9.8mm thick stones & Extra Large bowls up to 12.1mm.*

| CATALOG NO. | ACCESSORIES                                        | NON MEMBER PRICE | MEMBER PRICE |
|-------------|----------------------------------------------------|------------------|--------------|
| WC 912 LX   | Paulownia (Kiri) wood cover for 5.5cm thick board. | 50.00            | 30.00        |
| WC 915 LX   | Paulownia (Kiri) wood cover for 14.5cm thick board | 100.00           | 70.00        |
| WC 916 LX   | Paulownia (Kiri) wood cover for 17.5cm thick board | 110.00           | 80.00        |
| WC 917 LX   | Paulownia (Kiri) wood cover for 20.5cm thick board | 120.00           | 90.00        |
| WC 918 LX   | Paulownia (Kiri) wood cover for 23.5cm thick board | 130.00           | 100.00       |
| WC 930 LX   | Paulownia (Kiri) wood case for extra large bowls   | 70.00            | 45.00        |

## Postage, Insurance & Handling

1. U.S.A. included.

2. Canada;

Up to US\$ 200.00 order: Add 10%

US\$ 500.00 order: Add 7%

US\$ 900.00 order: Add 5%

Over US\$ 900.01 order: Add 3%

3. Other country; Write

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3. In case you are not fully satisfied, return equipment in the original packing within 5 days from arrival for your full refund. Please understand return postage is the customers' responsibility.
4. If there is any damage, report immediately to the delivery company or post office for insurance.
5. Any applicable taxes for foreign orders are the customers' responsibility.
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# MASTER GO GAME

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(714) 475-5083

## 1984 PRICE LIST



### CLAM SHELL STONES

| Thickness | YUKI      |       | TSUKI     |       | JITSUYO   |       |
|-----------|-----------|-------|-----------|-------|-----------|-------|
|           | Stock No. | Price | Stock No. | Price | Stock No. | Price |
| 6.3 mm    | SY-22     | \$ 90 | ST-22     | \$ 85 | SJ-22     | \$ 80 |
| 7.0       | SY-25     | 100   | ST-25     | 90    | SJ-25     | 85    |
| 7.5       | SY-28     | 120   | ST-28     | 100   | SJ-28     | 90    |
| 8.0       | SY-30     | 160   | ST-30     | 130   | SJ-30     | 110   |
| 8.4       | SY-31     | 195   | ST-31     | 160   | SJ-31     | 130   |
| 8.8       | SY-32     | 260   | ST-32     | 195   | SJ-32     | 160   |
| 9.2       | SY-33     | 345   | ST-33     | 250   | SJ-33     | 180   |
| 9.5       | SY-34     | 390   | ST-34     | 290   | SJ-34     | 195   |
| 9.8       | SY-35     | 470   | ST-35     | 320   | SJ-35     | 225   |
| 10.1      | SY-36     | 570   | ST-36     | 350   | SJ-36     | 250   |
| 10.4      | SY-37     | 680   | ST-37     | 410   | SJ-37     | 290   |
| 10.7      | SY-38     | 830   | ST-38     | 490   | SJ-38     | 340   |
| 11.0      | SY-39     | 980   | ST-39     | 660   | SJ-39     | 450   |

\* The above prices include quality black slate (called NACHIGURO) stones.

\* The white stones are made from Mexican clam shells. They are graded according to color and grain as follows:

YUKI—Highest quality snow-white shell with straight and narrow grains.

TSUKI—Quality white shell with parallel broad grains or parallel grains bent only at edge.

JITSUYO—White shell with irregular or broad grains.

### BOARDS

| Stock No. | Description               | Approx. Thickness | Price    |
|-----------|---------------------------|-------------------|----------|
| BT-5      | KATSURA Folding Board     | 1.3 cm            | \$ 22.00 |
| BT-6      | KATSURA Folding Board     | 1.5               | 26.00    |
| BT-7      | KATSURA Folding Board     | 1.9               | 30.00    |
| BT-10     | KATSURA Table Board       | 2.5               | 55.00    |
| BT-20     | KATSURA Table Board       | 5.0               | 135.00   |
| BT-30     | KATSURA Board with Legs   | 8.0               | 230.00   |
| BT-40     | KATSURA Board with Legs   | 11.0              | 320.00   |
| BT-50     | KATSURA Board with Legs   | 14.0              | 480.00   |
| BT-60     | KATSURA Board with Legs   | 17.0              | 680.00   |
| BT-70     | KATSURA Board with Legs   | 20.0              | 960.00   |
| BY-50     | SHIN-KAYA Board with Legs | 14.0              | 595.00   |
| BY-60     | SHIN-KAYA Board with Legs | 17.0              | 720.00   |
| BY-70     | SHIN-KAYA Board with Legs | 20.0              | 960.00   |

\* KATSURA (Japanese Judas Tree)

\* SHIN-KAYA (Spruce)

### ACCESSORIES

| Stock No. | Description                             | Price    |
|-----------|-----------------------------------------|----------|
| AC-11     | MOMI Custom Case for large bowls        | \$ 90.00 |
| AC-12     | KIRI Custom Case for large bowls        | 110.00   |
| AC-13     | KIRI Custom Case for extra large bowls  | 125.00   |
| AC-21     | MOMI Custom Cover for 17 cm thick board | 110.00   |
| AC-22     | KIRI Custom Cover for 14 cm thick board | 130.00   |
| AC-23     | KIRI Custom Cover for 17 cm thick board | 140.00   |
| AC-24     | KIRI Custom Cover for 20 cm thick board | 150.00   |
| AC-31     | Tournament Clock                        | 80.00    |

\* KIRI (Paulownia) • MOMI (Fir)

### COMPLETE SETS

| Stock No. | Description                                                | Price    |
|-----------|------------------------------------------------------------|----------|
| PG-5      | Plastic Stones, folding board and 2 Plastic Bowls          | \$ 36.00 |
| MG-15     | Magnetic GO set with carrying case                         | 36.00    |
| MG-25     | Magnetic GO & SHOGI set                                    | 36.00    |
| MG-35     | Jumbo Magnetic GO set for classroom instruction with stand | 340.00   |

\* Above prices subject to change without notice. All prices F.O.B. San Diego, CA.

\* Introduce us to 5 or more GO players with address and club name and get 10% discount. Special discounts for GO clubs and stores. SHOGI and MAH JONG sets are also available. Please contact us.

\* Most items are readily available. Some items will require 4-6 weeks for delivery.

### BOWLS

| Stock No. | Description     | Size        | Price    |
|-----------|-----------------|-------------|----------|
| KP-28     | 2 Plastic Bowls | Medium      | \$ 20.00 |
| KI-28     | 2 KURI Bowls    |             | 39.00    |
| KI-35     | 2 KURI Bowls    |             | 43.00    |
| KY-35     | 2 KEYAKI Bowls  | Large       | 136.00   |
| KR-35     | 2 KARIN Bowls   |             | 160.00   |
| KY-43     | 2 KEYAKI Bowls  | Extra Large | 176.00   |
| KR-43     | 2 KARIN Bowls   |             | 195.00   |
| KW-43     | 2 KUWA Bowls    |             | 790.00   |

\* KUWA (Mulberry) • KARIN (Chinese quince) • KEYAKI (Zelkova) • KURI (Chestnut)

\* Medium bowls for Stones up to 7.5 mm thickness

\* Large bowls for Stones up to 9.5 mm thickness

\* Extra large bowls for Stones up to 12.1 mm thickness

### PLASTIC & GLASS STONES

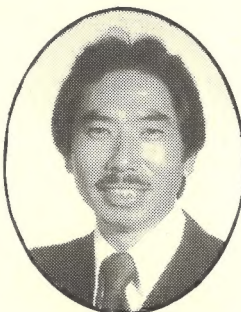
| Stock No. | Description                              | Price   |
|-----------|------------------------------------------|---------|
| SP-22     | Plastic stones (6.6 mm thick) with Bowls | \$18.00 |
| SP-32     | Quality Plastic Stones (8.8 mm thick)    | 25.00   |
| SG-34     | High Quality Glass Stones (9.5 mm thick) | 32.00   |

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**Takeo Sakakibara**  
Vice-President





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